Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (Currently Amended) A method of generating ~~Digital Item~~ a digital item data structure as a unit of manipulation of multimedia data for a system configured for electronic commerce activities ~~of multimedia data~~, comprising ~~the steps of~~:

    selecting a resource of multimedia data for electronic commerce activities ~~of multimedia data~~; and

    generating a digital item data structure ~~Digital Item as the unit of manipulation of electronic commerce activities~~ for ~~a corresponding multimedia~~ the selected resource ~~defined by including~~ comprising an anchor for designating ~~a~~ the selected resource, a descriptor for describing ~~a corresponding item~~ the selected resource, and an opCondition for describing operational use conditions ~~of~~ for the ~~corresponding item~~ selected resource.

2.   (Currently Amended) The method according to claim 1, wherein ~~the step of~~ generating a digital item data structure ~~Digital Item as the unit of manipulation of electronic commerce activities~~ for ~~a corresponding multimedia~~ the selected resource ~~is defined to include~~ further comprises selectively generating a murCondition for describing conditions related to commercial management and use ~~rule~~ rules for the ~~corresponding item~~ selected resource, an eventReport for describing an event to be reported in connection with the ~~corresponding item~~ selected resource, a userPreference for describing user preference information ~~on~~ for the ~~corresponding item~~ selected resource, or a reservedMetadata for describing metadata additionally required for a future digital item ~~Digital Item~~ definition model ~~in the future~~.

3.   (Currently Amended) The method according to claim 1, wherein the ~~Digital Item consists of the~~ digital item data structure comprises one of a lowest level atomic ~~Digital Item~~ digital item data structure which is not further divided ~~into any longer~~ and a packaged ~~Digital Item~~ digital item data structure, wherein the packaged digital item data structure ~~Digital Item is defined to include~~ comprises any sub-packaged ~~Digital Item~~ digital item data structure in a recurrent package form ~~that the~~ in which atomic ~~Digital Items~~ digital item data structures are packaged or already packaged ~~Digital Items~~ digital

item data structures are again packaged, ~~therefore each packaged Digital Item is generated~~

~~in a recursive manner.~~

4.   (Currently Amended) The method according to claim 3, wherein the

packaged ~~Digital Item~~ digital item data structure is defined to include ~~information (~~ an

anchor~~)~~ for designating the same level of ~~Digital Item~~ digital item data structure or

~~information (~~an anchor~~)~~ for designating a lower level of ~~Digital Item~~ digital item data

structure.

5.   (Currently Amended) The method according to claim [[3]]23, wherein in

order to construct the recurrent layered data structure, ~~the~~ an atomic ~~Digital Item as~~

digital item data structure which is the lowest layer is defined as a component, a packaged

~~Digital Item as the~~ digital item data structure which is a middle layer ~~including the~~ and

which includes a component or any sub-packaged ~~Digital Item~~ digital item data structure

is defined as an item, and a packaged ~~Digital Item as the~~ digital item data structure which

is a highest layer ~~including~~ and which includes an item or any sub-container is defined as a

container.

6.   (Currently Amended) The method according to claim [[3]]23, wherein in order to construct the recurrent layered data structure, the an atomic Digital Item as digital item data structure which is the lowest layer is defined as a component, a packaged Digital Item as the digital item data structure which is a middle layer including and which includes the component or any sub-packaged Digital Item digital item data structure or information (an anchor) for designating that a lower level of digital item data structure is defined as an item, and a packaged Digital Item as digital item data structure which is the highest layer including and which includes an item or any sub-container or information (an anchor) for designating that a lower level of digital item data structure is defined as a container.

7.   (Currently Amended) A method of generating Digital Item a digital item data structure as a unit of manipulation of multimedia data for a system configured for electronic commerce activities of multimedia data, comprising the steps of:

selecting a resource of multimedia data for electronic commerce activities of multimedia data;

generating a component data structure defined to include a the selected resource, an anchor for designating the selected resource, a descriptor for describing

details of the selected resource, and an opCondition for describing operational use
conditions of the selected resource;

generating an item data structure defined to include packaged content
including at least one component data structure or item data structure or anchor for
designating-that the selected resource, a choice for the packaged content, and a descriptor
for describing details of the packaged content; and

generating a container data structure defined to include packaged content
including at least one item data structure or container data structure or anchor for
designating-that the selected resource, and a descriptor for describing details of the
packaged content.

8.   (Currently Amended) The method according to claim 7, wherein the step of
generating a component data structure is defined to include selectively generating a
murCondition for describing conditions related to management and use rule for the
selected resource, an eventReport for describing an event to be reported in connection
with the selected resource, a userPreference for describing user preference information on
the selected resource, or a reservedMetadata for describing metadata additionally required
for a future digital item Digital Item definition model in the future.

9.   (Currently Amended) The method according to claim 7, wherein ~~the step of~~ generating an item data structure is defined to include selectively generating a murCondition for describing conditions related to management and use rule for the ~~package~~ packaged content, an eventReport for describing an event to be reported in connection with the ~~package~~ packaged content, a userPreference for describing user preference information on the ~~package~~ packaged content, or a reservedMetadata for describing metadata additionally required for a future digital item ~~Digital Item~~ definition model ~~in the future~~.

10.   (Currently Amended) The method according to claim 7, wherein ~~the step of~~ generating a container data structure is defined to include selectively generating a murCondition for describing conditions related to management and use rule for the ~~package~~ packaged content, an eventReport for describing an event to be reported in connection with the ~~package~~ packaged content, a userPreference for describing user preference information on the ~~package~~ packaged content, or a reservedMetadata for describing metadata additionally required for a future digital item ~~Digital Item~~ definition model ~~in the future~~.

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11.   (Currently Amended) The method according to claim 7, wherein the choice

is defined to include a recurrent form of at least zero (0) or more choice, at least zero (0)

or more descriptor, at least zero (0) or more opCondition that can be used to determine

whether a single selection is selected or more than one selection are is selected, and at least

one (1) or more selection as the object of selection.

12.   (Currently Amended) The method according to claim 11, wherein the

selection is defined to include a predicate which is Boolean function representation

language, at least zero (0) or more descriptor for describing the content of the selection,

and an opCondition for describing operational use conditions of the selection, as elements

included to define the choice.

13.   (Currently Amended) The method according to claim 7, wherein the choice

is used for the item level for the purpose of selective item configuration in order to adapt

the Digital Item digital item data structure according to the various types of networks and

terminals, or the a user request, and wherein the choice is modeled in a recurrent form

considering the user generally configures item through multi steps, so layered definition

of choice is required.

14.   (Currently Amended)   The method according to claim 7, wherein a descriptor used for all of the ~~Digital Items~~ digital item data structures, choice, selection, eventReport, userPreference, reservedMetadata, and anchor[[,]] is defined to include at least zero (0) or more ~~existing~~ descriptor or anchor, a component capable of representing the content of the descriptor or a statement of text or any machine readable format for describing the content such as parent elements of the descriptor ~~to be defined~~, and at least zero (0) or more opCondition ~~of~~ for describing operational conditions of descriptor.

15.   (Currently Amended)   The method according to claim 7, wherein the anchor used for all of the digital item data structure~~Digital Items~~, eventReport, userPreference, reservedMetadata, and descriptor[[,]] is defined to include a reference ~~being~~ which is an identifier designating a uniquely atomic ~~Digital Item~~ digital item data structure and for each ~~Digital Item~~ digital item data structure, at least zero (0) or more descriptor for describing the anchor, and at least zero (0) or more opCondition for describing a usage format of the anchor.

16.   (Currently Amended)   The method according to claim 7, wherein the eventReport is defined to include an anchor for designating a server computer for processing, managing, and storing the content of a reportable event report, a descriptor for describing the content of an event report, and a murCondition for describing conditions related to management and use rule of an event report content.

17.   (Currently Amended)   The method according to claim 7, wherein ~~UserPreference~~ a userPreference is defined to include an anchor for designating the ~~existing~~ user preference information, a descriptor for describing the content of the user preference information, and a murCondition capable of describing management and use rule of the user preference information.[[.]]

18.   (Currently Amended)   The method according to claim 7, wherein the murCondition used for all of the ~~Digital Items~~ digital item data structures, eventReport, userPreference, and reservedMetadata defines conditions for management and use rule of a corresponding ~~Digital Item~~ digital item data structure or definition model elements by use of at least one (1) or more predicate which is Boolean function representation language.

19.   (Currently Amended)   The method according to claim 7, wherein the opCondition used for a digital item data structure Digital Item of a component level, descriptor, anchor, choice and selection defines operational use conditions for a corresponding item or definition model elements by use of at least one (1) or more predicate which is Boolean function representation language.

20.   (Currently Amended)   The method according to claim 19, wherein the opCondition describes conditions, for example including transmission bit rate, resolution of video or image, sampling rate of audio, compression algorithm, key or decoding conditions if coded, and transmission protocol, etc.

21.   (Currently Amended)   A method of generating Digital Item a digital item data structure as a unit of manipulation of multimedia for a system configured for electronic commerce activities of multimedia data, comprising the steps of:

selecting a resource of multimedia data for electronic commerce activities of multimedia data; and

generating a container data structure, an item data structure, and a component data structure as Digital Items forms of digital item data structures for the

selected resource in order to provide a selected resource as the unit of manipulation for

electronic commerce activities according to the following element definitions:

(a)container:: = (anchor | container)* (anchor | item)* descriptor*

murCondition* eventReport* userPreference* reservedMetadata*

(b)item:: = (anchor | item | component)+ choice* descriptor*

murCondition* eventReport* userPreference* reservedMetadata*

(c)component:: = resource anchor descriptor* murCondition* opCondition*

eventReport* userPreference* reservedMetadata*

(d) anchor:: = reference descriptor* opCondition*

(e) descriptor:: = (anchor | descriptor)* (component | statement)

opCondition*

(f) choice:: = choice* selection+ descriptor* opCondition*

(g) selection:: = predicate descriptor* opCondition*

(h) eventReport:: = anchor descriptor murCondition

(i) userPreference:: = anchor descriptor murCondition

(j) reservedMetadata:: = anchor descriptor murCondition

(k) murCondition:: = predicate+

(l) opCondition:: = predicate+

22.   (Original) The method according to claim 21, wherein '*' means at least

zero(0) or more , '+' means at least one(1) or more, and ' | ' means 'OR' logical

operation.

23.   (New) The method according to claim 3, wherein the digital item data

structure is classified as one of three levels in a recurrent layered data structure.